Koibra

Most often found residing within large ponds or calm rivers the koibra is a deadly predator. The koibra uses it's bite to inject prey with powerful neurotoxins, The toxins affect the victim's central nervous system, resulting in severe pain and paralysis. Its diet consists primarily of fish and snakes, when food is scarce, it also feeds on other small vertebrates, such as lizards, birds, and rodents. When annoyed, this creature quickly attempts to escape and avoid confrontation. However, if continuously provoked, the koibra can be highly aggressive. When alarmed, it rears up extending the neck, showing the fangs and hissing loudly. It can be easily irritated by closely approaching objects or sudden movements. When threatened, the koibra can move forward to strike with freightening speed. Despite its predatory nature, The koibra is a symbol of luck, prosperity, and good fortune in the regions in which they are found.

Koibra

Medium beast, unaligned

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 40 ft., swim 50 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +5, Stealth +7
Senses blindsight 60 ft., passive Perception 15
Challenge 5 (1800 XP)

Luck. Creatures have disadvantage on attack rolls against the koibra. The koibra also has advantage on any saving throws against spells and other magical effects.

Amphibious. The koibra can breathe air and water.

Keen Smell The koibra has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The koibra makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 10 (1d12 + 4) piercing damage plus (2d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the ta rget is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4)